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<input type="checkbox"/>	L2	image\$1 same group\$1 and animat\$5 and sequen\$4 same image\$1 and one same communicat\$5 and attribute	766
<input type="checkbox"/>	L1	animat\$5 same pattern and keyframe\$1 and group\$1 and unit and sequen\$6 and communicat\$5	6

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<input type="checkbox"/>	L2	L1 and attribute same (combine or combined or combination)	13
<input type="checkbox"/>	L1	animat\$5 same image\$1 same group\$1 and (combine or combined or combination or synthesiz\$) and pattern and communicat\$4 same viewer\$1	45

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 **PALM INTRANET**

Inventor Information for 09/356445

Inventor Name	City	State/Country
IWATA, SATOSHI	KAWASAKI-SHI	JAPAN
MATSUDA, TAKAHIRO	KAWASAKI-SHI	JAPAN
TAKAHASHI, YUJI	KAWASAKI-SHI	JAPAN

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animating unit groups and **sequential character images** and **communication viewer**

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1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**

Publisher: IBM Press

Full text available: [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 [Exploiting perception in high-fidelity virtual environments: Exploiting perception in high-fidelity virtual environments](#)

Additional presentations from the 24th course are available on the citation page

Mashhuda Glencross, Alan G. Chalmers, Ming C. Lin, Miguel A. Otaduy, Diego Gutierrez
July 2006 **ACM SIGGRAPH 2006 Courses SIGGRAPH '06**

Publisher: ACM Press

Full text available: [pdf\(5.07 MB\)](#) [mov\(68:6 MIN\)](#) Additional Information: [full citation](#), [appendices and supplements](#), [abstract](#), [references](#), [cited by](#)

The objective of this course is to provide an introduction to the issues that must be considered when building high-fidelity 3D engaging shared virtual environments. The principles of human perception guide important development of algorithms and techniques in collaboration, graphical, auditory, and haptic rendering. We aim to show how human perception is exploited to achieve realism in high fidelity environments within the constraints of available finite computational resources. In this course w ...

Keywords: collaborative environments, haptics, high-fidelity rendering, human-computer interaction, multi-user, networked applications, perception, virtual reality

3 [Computing curricula 2001](#)


September 2001 **Journal on Educational Resources in Computing (JERIC)**

 **Publisher:** ACM Press

Full text available:  [pdf\(613.63 KB\)](#)
 [html\(2.78 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

4 The elements of nature: interactive and realistic techniques

 Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf


August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(17.65 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

5 GPGPU: general purpose computation on graphics hardware

 David Luebke, Mark Harris, Jens Krüger, Tim Purcell, Naga Govindaraju, Ian Buck, Cliff Woolley, Aaron Lefohn

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(63.03 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#)

The graphics processor (GPU) on today's commodity video cards has evolved into an extremely powerful and flexible processor. The latest graphics architectures provide tremendous memory bandwidth and computational horsepower, with fully programmable vertex and pixel processing units that support vector operations up to full IEEE floating point precision. High level languages have emerged for graphics hardware, making this computational power accessible. Architecturally, GPUs are highly parallel s ...

6 Mindstorms: children, computers, and powerful ideas

Seymour Papert
January 1980 Book

Publisher: Basic Books, Inc.

Full text available:  [pdf\(12.45 MB\)](#) Additional Information: [full citation](#), [abstract](#), [cited by](#), [index terms](#)

The Gears of My Childhood

Before I was two years old I had developed an intense involvement with automobiles. The names of car parts made up a very substantial portion of my vocabulary: I was particularly proud of knowing about the parts of the transmission system, the gearbox, and most especially the differential. It was, of course, many years later before I understood how gears work; but once I did, playing with gears became a favorite pastime. I loved rotating circular object ...

7 Knowledge-based animation (abstract only)

 David Zeltzer
January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

In constructing a goal-directed system for automatic motion synthesis for computer

animation, the essential problem is to account for the extraordinary flexibility and adaptability exhibited by moving creatures. The selective *potentiation* and *depotentiation* of elements of a hierarchy of motor control programs is a key to the generation of adaptive motor control. The constraints on motion sequences are analyzed, and mechanisms for achieving continuity of movements are discussed. The ...

8 Status report of the graphic standards planning committee of ACM/SIGGRAPH:



State-of-the-art of graphic software packages

Computer Graphics staff

September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3

Publisher: ACM Press

Full text available: [pdf\(9.03 MB\)](#) Additional Information: [full citation](#), [references](#)

9 Adapting optical-flow to measure object motion in reflectance and x-ray image sequences (abstract only)



Nancy Cornelius, Takeo Kanade

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

This paper adapts Horn and Schunck's work on optical flow to the problem of determining arbitrary motions of objects from 2-dimensional image sequences. The method allows for gradual changes in the way an object appears in the image sequence, and allows for flow discontinuities at object boundaries. We find velocity fields that give estimates of the velocities of objects in the image plane. These velocities are computed from a series of images using information about the spatial and temporal bri ...

10 On the estimation of dense displacement vector fields from image sequences (abstract only)



H. H. Nagel

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: [pdf\(3.92 MB\)](#) Additional Information: [full citation](#), [abstract](#)

Based on recent experimental as well as theoretical investigations, a generalization of previously published approaches towards the estimation of displacement vector fields is formulated. The calculus of variation allows to transform this approach into a set of two partial differential equations for the two components of the displacement vector field. Some simplifying assumptions facilitate the derivation of an iterative solution approach which can be studied in closed form.

11 Digital video display systems and dynamic graphics



Ronald Baecker

August 1979 **ACM SIGGRAPH Computer Graphics , Proceedings of the 6th annual conference on Computer graphics and interactive techniques SIGGRAPH '79**, Volume 13 Issue 2

Publisher: ACM Press

Full text available: [pdf\(1.06 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citings](#), [index terms](#)

Most digital video display systems have been capable of producing only text or static imagery. This paper shows that these limitations are not intrinsic to the technology, but are rather a direct consequence of the display system architecture. The paper begins by summarizing some of the background required to understand digital video display

systems. The state-of-the-art is then surveyed, supported by an extensive bibliography. Existing systems are described in terms of a methodology which ...

Keywords: Animated graphics, Computer animation, Digital video display, Dynamic graphics, Raster display, Raster graphics, Video display, Video raster system

12 A hybrid approach to structure-from-motion (abstract only)



Aaron Bobick

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

A method is presented for computing structure from the motion of rigid objects which are rotating about a fixed axis. The input consists of two discrete frames containing the positions and instantaneous direction vectors of three points in orthographic projection. Because only the direction of the velocity vectors and not their magnitudes is needed, the method is insensitive to errors in velocity magnitude estimation. This type of computation could be important in recovering the 3-dimensional st ...

13 Determining 3-D motion parameters of a rigid body: a vector-geometrical approach (abstract only)



B. L. Yen, T. S. Huang

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

A vector-geometrical approach is given for the determination of 3-D motion parameters of a rigid body from point correspondences over 2 time sequential images. The resulting algorithms are similar to existing methods. However, the geometrical interpretations provide much valuable insight into the nature of the problem and the uniqueness question.

14 A multiple track animator system for motion synchronization (abstract only)



D. Fortin, J. F. Lamy, D. Thalmann

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

MUTAN (MULTiple Track ANimator) is an interactive system for independently animating three-dimensional graphical objects. MUTAN can synchronize different motions; it is also a good tool for synchronizing motion with sound, music, light or smell. To indicate moments in time, marks are associated with appropriate frame numbers. MUTAN enables the marks to be manipulated. An animator can also adjust one motion without modifying the others. To make this possible, MUTAN handles several tracks at a tim ...

15 "Graphical marionette" (abstract only)



Carol M. Ginsberg, Delle Maxwell

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

Many person-modelling 3-D animation systems are currently being developed, but often suffer from confusing and elaborate user interfaces. Given over 200 degrees of freedom, the human form is capable of such intricate motion that its specification and display presents considerable difficulty to both animators and animation systems designers. Given

such difficulties with single figures, the orchestration of several in parallel remains a major challenge. In pursuit of understanding thoroughly this ...

16 Lowering the barriers to programming: A taxonomy of programming environments and languages for novice programmers



Caitlin Kelleher, Randy Pausch

June 2005 **ACM Computing Surveys (CSUR)**, Volume 37 Issue 2

Publisher: ACM Press

Full text available: pdf(14.21 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Since the early 1960's, researchers have built a number of programming languages and environments with the intention of making programming accessible to a larger number of people. This article presents a taxonomy of languages and environments designed to make programming more accessible to novice programmers of all ages. The systems are organized by their primary goal, either to teach programming or to use programming to empower their users, and then, by each system's authors' approach, to make ...

Keywords: Human-computer interaction, computer Science education, learning, literacy, problem solving

17 Perception of rotation in depth: the psychophysical evidence (abstract only)



Myron L. Braunstein

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB)

Additional Information: [full citation](#), [abstract](#)

There are a variety of ways in which motion in the environment can provide information about three-dimensional relationships. One transformation that has received increasing attention in both the visual perception literature and in the machine vision literature is rotation in depth. This transformation, which includes any rigid rotation other than a rotation about the line of sight, can provide both a strong impression of depth and specific information about three-dimensional relationships in a ...

18 Computing the velocity field along contours (abstract only)



Ellen C. Hildreth

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB)

Additional Information: [full citation](#), [abstract](#)

In this paper, we present a computational study of the measurement of motion. Similar to other visual processes, the motion of elements is not determined uniquely by information in the changing image; additional constraint is required to compute a unique velocity field. Given this global ambiguity of motion, local measurements from the changing image cannot possibly specify a unique local velocity vector, and in fact, may only specify one component of velocity. Computation of the full two-dimens ...

19 Representing and reasoning about change (abstract only)



Reid G. Simmons, Randall Davis

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available: pdf(3.92 MB)

Additional Information: [full citation](#), [abstract](#)

A recent trend in artificial intelligence research is the construction of expert systems capable of reasoning from a detailed model of the objects in their domain and the

processes that affect those objects. We describe a system being built in this fashion, designed to solve a class of problems known as geologic interpretation: given a cross-section of the Earth's crust (showing formations, faults, intrusions, etc.), hypothesize a sequence of geologic events whose occurrence could have formed th ...

20 3D balance in legged locomotion: modeling and simulation for the one-legged case



(abstract only)

Seshashayee S. Murthy, Marc H. Raibert

January 1984 **ACM SIGGRAPH Computer Graphics**, Volume 18 Issue 1

Publisher: ACM Press

Full text available:  pdf(3.92 MB) Additional Information: [full citation](#), [abstract](#)

This paper explores the notion that the motion of dynamically stable 3D legged systems can be decomposed into a planar part that accounts for large leg and body motions that provide locomotion, and an extra-planar part that accounts for subtle corrective motions that maintain planarity. The large planar motions raise and lower the legs to achieve stepping, and they propel the system forward. The extra-planar motions ensure that the legged system remains in the plane. A solution of this form is s ...

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